



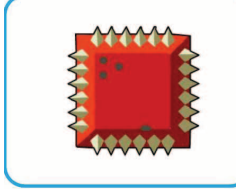
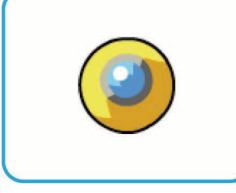

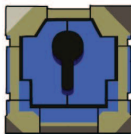




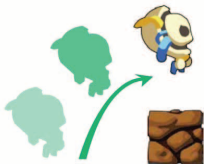

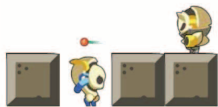




NAME	DESCRIPTION	CARD TYPE	IMAGE
Avatar	The digital representation of a physical person in a virtual world or game.	Component Card	
Enemy	An armed, opposing character that deals damage and has a variety of attack and movement patterns.	Component Card	
Boss	Particularly large, strong or difficult armed, opposing character.	Component Card	
Environment Block	A block that is used as a surface or a wall.	Component Card	
Damage Block	A block that hurts avatars on contact and is used as a harmful surface or wall.	Component Card	
Goal Block	When an active Goal Block is touched the game is won. In some games, however, the avatar sprite must meet conditions before the Goal Block is activated.	Component Card	
Point	A small item the Avatar can collect to meet the win conditions of a game or improve their score.	Component Card	
Key	A key that can open locks of the same color.	Component Card	



NAME	DESCRIPTION	CARD TYPE	IMAGE
Lock	A lock that can only be opened by keys of the same color.	Component Card	
Timer	Counts seconds during gameplay. The player either needs to win before the time runs out or survive for a certain amount of time.	Component Card	
Frag Counter	Counts the number of destroyed enemies and can be used as a goal.	Component Card	
Score Keeper	Counts the number of points collected and can be used as a goal.	Component Card	
Health Meter	Controls Avatar health. The game is lost when health reaches zero.	Component Card	
Jumping Mechanic	Avatars can jump onto blocks and over enemies.	Mechanic Card	
Blasting Mechanic	Avatars can blast enemies.	Mechanic Card	
Avoiding Mechanic	Avatars can hide and avoid enemies in parts of the game space.	Mechanic Card	



NAME	DESCRIPTION	CARD TYPE	IMAGE
Collecting Mechanic	Avatars collect or pick up points or other environmental items.	Mechanic Card	
Exploring Mechanic	Avatars explore the environment usually in a maze or a big, scrolling space.	Mechanic Card	
Walking Mechanic	Avatars have a slower speed.	Mechanic Card	
Racing Mechanic	Avatars have a very fast speed, and may seem to be racing against enemies.	Mechanic Card	
Solving Mechanic	Players must solve puzzles in the game, such as finding the correct path or bringing the correct key to a lock.	Mechanic Card	
Top-down Perspective	The game is presented in an overhead view, or bird's eye view, as if the player was seeing the game from above.	Space Card	
Platformer Perspective	The view of the game is from the side. Here, the player can see sprites jumping.	Space Card	
Bounded Space	The game space is closed on the sides so the sprites cannot leave or fall out of the screen.	Space Card	



NAME	DESCRIPTION	CARD TYPE	IMAGE
Unbounded Space	The game space is open so that sprites can leave or fall out of the screen.	Space Card	
Wraparound Space	The game space wraps around so that when sprites exit off one side of the screen, they appear on the opposite side.	Space Card	
Scrolling Space	There are multiples screens in this game space so an Avatar can move horizontally or vertically through different environments.	Space Card	